

Experience Design, Narratives, and Point of Views

Workshop

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Keywords— immersive, interactive, design, physical, space, point of view, power dynamics, chair

Using a chair as a prop, immersive and interactive storyteller, Michaela Ternasky-Holland, will guide the attendees through a workshop that explores narrative and experience design within positioning, relationships, and power dynamics.

Objects

A chair that does not roll or spin

Optional: a partner



1. *Michaela alongside a chair*

I. GOALS & VOCABULARY

This workshop is designed to activate the physical dynamics of immersive storytelling as well as equip creators with thinking about the experience they are building for their audience.

The workshop facilitator and attendees will be co-creating a safe community together. This will be a "yes and" space, respect, confidentiality, and sensitivity will guide all threads, topics, and discussions within the workshop. Narrative: a story we tell ourselves about our existence in the world

Point of View: when our narratives clash with someone else's narrative

Experience: a memory created from our many narratives

Transformative Experience: a memory that changes behavior

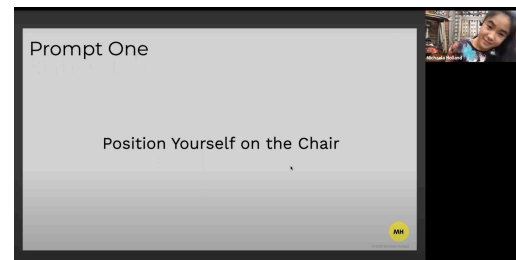
Other Themes

Accessibility

Comfortability

Safety Container

Perspective



2. *Clip of previous workshop*

II. CONCLUSION

The end goal is to gently guide attendees within a comfortable and safe manner to re-familiarize themselves with play, imagination, and story-making through day to day items, like a chair. This also creates a foundation for learning about experience design in a more thoughtful way for the audience, for the client, and for an internal team.

III. REFERENCES

Michaela Ternasky-Holland

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